



Manufactured by
The Sales Team,
119 / 120 Chancery Lane,
London WC2A 1QU.

Switch to hours of fun
with your



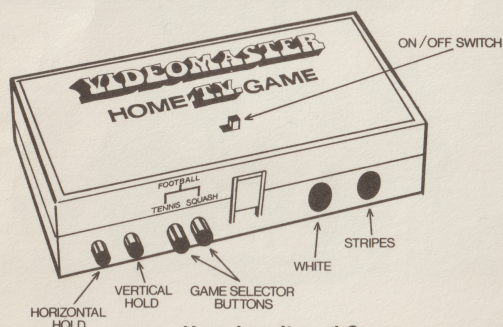
Instruction Book

VIDEOMASTER^(TM)

You're just a few minutes away from your first match

Congratulations. You've just got yourself a whole lot of fun. In fact, endless hours of skilful enjoyment. With your new electronic Videomaster Home TV Game you can play video versions of football, tennis and squash on your own 625-line TV set.

We've all heard of fathers who buy games for their sons and then monopolise the scene to such an extent that their offspring never get a look in. With the Videomaster Home TV Game it can't happen. A father and his son play at the same time. Mothers and daughters will also find the game fascinating.



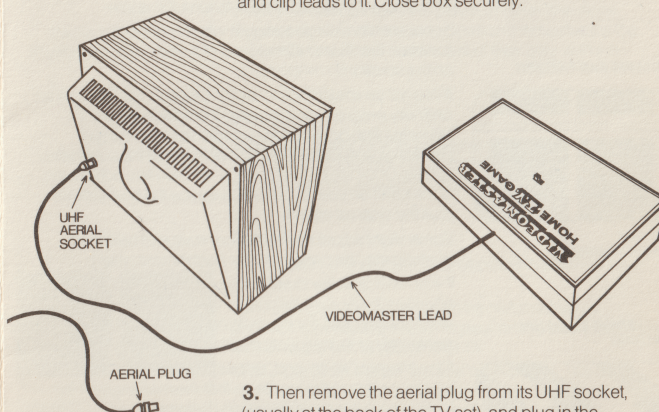
How does it work?

The Videomaster, which runs off one 9v battery (e.g. PP7), simply plugs into the aerial socket on your TV set with its own lead. Through this, a television signal projects the TV games picture onto your screen, in place of the normal programme.

Please note: your Videomaster Home TV Game **cannot harm your set** whether it is colour or black-and-white.

Setting it up

1. The first thing to do is make sure your TV set is switched off.
2. Open the Videomaster (by the screws and/or catch) and insert battery carefully in the space provided and clip leads to it. Close box securely.



3. Then remove the aerial plug from its UHF socket, (usually at the back of the TV set), and plug in the lead from your Videomaster.
4. Make sure the left-hand (tennis) button is pushed in on the Videomaster, (this will bring the right-hand button to the 'out' position).
5. Next take the two 'player' units (the ones with the two control knobs) and plug the leads from the two units into the 'white' and 'stripes' sockets on the Videomaster.
6. Switch on your TV set and your Videomaster.
7. Tune your set to Channel 36. Don't worry, it has one, and this is how you find it.

VIDEOMASTERTM

If your set has push-button selection, press one of the spare buttons (e.g. ITV2). Now you can receive the Videomaster signal. You do this by tuning in as if you were receiving a normal programme (your TV set instruction book will tell you exactly how to go about it). Once set, of course, you just press the same button each time you want to use your Videomaster—you don't have to tune it in again.

If your set has a single tuning knob, move the dial slowly between the 30 and 40 marks until a clear picture appears on the screen.

If you get an unsatisfactory picture, tune it in as if it were an ordinary programme, following the advice in your TV set instruction book. When you are near the correct position you will hear the Beep or Boop of the automatic serves. Once the picture is obtained then fine adjustment of the tuner on your TV set will produce the best picture plus the clearest sound.

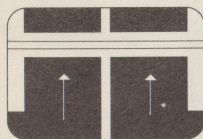
Some slight adjustment of the contrast and brilliance controls may be necessary for best picture results.

If you have difficulty in obtaining a good picture, try adjusting the horizontal hold or vertical hold on the Videomaster (**not** the controls on your TV set) either separately or in conjunction with the tuner on your TV set.

If the players ('white' and 'stripes') have not appeared on the screen move the knobs so that the markings on the knobs are in an upright position (between 11 and 1 o'clock). This will bring the players onto the screen.

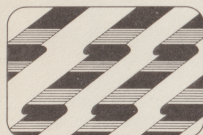
You are now ready to play tennis.

ROLLING BAR PATTERN



ADJUST
VERTICAL HOLD

FLICKERING DIAGONAL PATTERN



ADJUST
HORIZONTAL HOLD



Each player takes a control unit, the one with the 'white' control placing himself on the left of the line. 'Stripes' plays the right-hand court.

Each unit has two knobs. The left one moves the player up and down. The right one moves the player from left to right, and back again. Both knobs are turned together when you want to move the player in other directions. Beginners will find it easier to position themselves at the back of the court and make most of their play with the 'up and down' knob.

The rules

The Videomaster Home TV Game simulates a surprising number of the elements that normally make up a game of tennis, squash or football.

Tennis

The purpose is to prevent your opponent returning the stroke successfully.

Although games and sets can be notched up by purists, it is probably easier to play on the basis that the winner is the first to reach 11 or 15.

'White' plays on the left, 'stripes' on the right. The ball will be served automatically and is always served to the loser. So it can emerge from left or right.

As each point is won, the BEEP or BOOP sound removes the need for an umpire.

As at Wimbledon, players must keep within the marked-out court, and, of course, on their own side of the net.



CORRECT
TENNIS COURT PICTURE

VIDEOMASTER^(TM)



CORRECT
SQUASH COURT PICTURE

Squash

To play squash, push the right-hand button in. As in the highly energetic original, the purpose is for each player to hit the ball against the front, top and bottom walls in a way that makes it difficult for his partner to get to the ball in his turn.

At the start, in the serving position, both players should be behind the white line, on the left hand side of the screen. The ball appears from the centre of the screen and moves towards the players. They should reverse their positions to receive service in turn.

During play the entire court can be utilised by both players. The angle at which the ball is hit controls its subsequent direction after it hits the wall and bounces off.

If one of the players misses, he loses the point.

The scoring signal will depend on who hit the ball last, (e.g. if 'white' hits and 'stripes' misses, the high-pitched BEEP sound will be heard and vice versa).

However, if 'white' serves and 'stripes' misses and 'white' hits the ball again himself, the BEEP sound will be heard, although this is a 'white' fault.

If a player gets in the way of his own ball, he loses the point.

In scoring, the first player to reach 9 is the winner.

If the score reaches 8-8, the one who gets 8 first can choose whether they go on until one of them reaches 10 or until one is 2 points ahead.

It is usual to play the best of 5 or 3.



CORRECT
FOOTBALL PITCH PICTURE

Football

To play football, make sure that both push buttons are in the 'out' position. To achieve this push lightly on the button which is already in the 'out' position. **DO NOT PRESS BOTH BUTTONS IN AT ANYTIME.**

Only two players take part, but the rest is highly-professional, first-division stuff.

As usual, the aim is for 'white' (who defends the left side) to score by putting the ball past 'stripes' defending the right goal, and vice versa.

As the ball appears towards the centre of the screen and awaits kick off, the players should station themselves on either side of the centre line near the foot of the picture.

The distance covered by the ball, and the speed at which it travels are governed, as in real life, by the force with which the player strikes it.

The ball can be dribbled slowly around by one player, and if the other tackles at the right speed and angle, he can take it from his opponent. If the ball is kicked too slowly, or not followed up, it will as at Wembley, come to a full stop. Goal kicks, throw-ins and corners are automatic if the ball is 'pushed' out of play.

When a player shoots firmly through his opponent's goal, the BEEP or BOOP sound will be heard, the ball will disappear, and will emerge again at bottom, centre of the picture.

Practice and familiarity make internationals of us all.

Please remember your Videomaster Home TV Game is a precision engineered product, manufactured to the highest specification, using the highest quality components. So please treat it with the same care as you would a good watch or camera.

Good luck and have fun.